

ABSTRACT OF THE DISCLOSURE

A global animation system includes: a pool of reusable characteristics for at least one character or feature; and a pool of available artists, wherein a member of the pool of available artists selects at least one reusable characteristic from the pool of reusable characteristics to create a character or feature. A method for managing an animation project includes: obtaining an animation project; disassembling the animation project into at least one individual task; assigning the at least one individual task to an artist, wherein the artist completes the at least one individual task using at least one characteristic stored in a pool of reusable characteristics.

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